Listing of Claims

1 – 34. (Canceled)

35. (New)   A method of operating a gaming system including a game server, a gaming console communicable with the game server over a communication network, and a secure storage and processing device removably coupled to the gaming console via a secure storage and processing device read/write interface, the method comprising:

upon receipt of a user input initiating a game on the game console, the secure storage and processing device processing a random seed stored by a seed buffer to generate a set of random numbers;

the secure storage and processing device determining an outcome for the initiated game based, at least in part, on the set of random numbers and communicating the determined outcome to the gaming console, via the secure storage and processing device read/write interface;

periodically determining whether a number of unprocessed seeds stored by the seed buffer is less than a predefined number;

in response to determining that the number is less than the predefined number, the game console automatically requesting a plurality of additional seeds from the game server for subsequent storing in the seed buffer to determine future game outcomes; and

communicating the plurality of additional seeds to the gaming console for storing in the seed buffer.

36. (New)   The method of claim 35, wherein the number of additional seeds communicated to the gaming console is dependent on a delay associated with requesting seeds over the communication network.

37. (New)   The method of claim 35, wherein the secure storage and processing device is a smartcard or smartcard chip.

38. (New)   The method of claim 35, wherein the outcome determined by the secure storage and processing device is a gamble outcome, such that after determining the gamble outcome, the gaming console chooses a game outcome which will achieve the determined gamble outcome.

39. (New)   The method of claim 35, wherein the secure storage and processing device generates game verification data based on the determined outcome which is stored until the secure storage and processing device is in communication with the gaming server, at which time the secure storage and processing device communicates the game verification data to the gaming server, via the gaming console.

40. (New)   The method of claim 39, further comprising the server processing the verification data to establish whether the associated determined outcome is valid prior to allowing a player of the gaming console to affect a cash-out action.

41. (New)   The method of claim 39, further comprising allowing further games to be played on the gaming console until all seeds in the seed buffer have been processed, irrespective of whether the game verification data has been communicated to the game server.

42. (New)   The method of claim 35, wherein a game play includes receiving a bet on an outcome of the game.

43. (New)   The method of claim 42, wherein the secure storage and processing device is programmed with a maximum loss value, and the secure storage and processing device being further arranged to inhibit further play of the game represented by a number of unprocessed random seeds when the bet exceeds a number of wins by the maximum loss value or greater.

44. (New)   The method of claim 43 wherein the secure storage and processing device prevents a bet from being placed that will cause the maximum loss value to be exceeded.

45. (New)   The method of claim 37, wherein the secure storage and processing device read/write interface of the gaming console communicates with the smartcard via a secure communications system.

46. (New)   The method of claim 35, wherein the console sends a signal to the secure storage and processing device describing a state of a game being played for communication to the gaming server.

47. (New)   A gaming system:

        a game server;

        a gaming console comprising a seed buffer, the gaming console arranged to communicate with the game server over a communication network;

        a seed buffer coupled to the gaming console; and

        a secure storage and processing device removably coupled to the gaming console via a secure storage and processing device read/write interface, the secure storage and processing device arranged to carry out the following steps in order to facilitate game play on the gaming console:

        process a random seed stored by the seed buffer to generate a set of random numbers, in response to a user initiating play of a game on the gaming console;

        determine an outcome for the game based, at least in part, on the set of random numbers and communicating the determined outcome to the gaming console, via the secure storage and processing device read/write interface;

        automatically request, via the gaming console, a plurality of additional seeds from the game server for subsequent storing in the seed buffer, in response to the game console

determining that a number of unprocessed seeds stored in the seed buffer is less than a
predetermined number.

48. (New)   The system of claim 47, wherein the number of additional seeds communicated to
the gaming console is dependent on a delay associated with requesting seeds over the
communication network.

49. (New)   The system of claim 47, wherein the secure storage and processing device
includes a random number generator which uses an algorithm known to the server, whereby the
server can predict the set of random numbers derived from each random seed.

50. (New)   The system of claim 47, wherein the secure storage and processing device is a
smartcard or a smartcard chip.

51. (New)   The system of claim 47, wherein the outcome is a gamble outcome and whereby
the console includes a selection means for choosing game outcomes which will achieve the
determined gamble outcome.

52. (New)   The system of claim 47, wherein the secure storage and processing device is
further arranged to generate game verification data based on the determined outcome which is
stored by the device until the secure storage and processing device is next in communication
with the gaming server at which time the secure storage and processing device communicates the
game verification data to the gaming server, via the game console.

53. (New)   The system of claim 52, whereby the game server is arranged to process the
verification data to verify the determined outcome prior to allowing a player to affect a cash-out
action on the gaming console.

54. (New)   The system of claim 52, wherein the game console allows further games to be played on the gaming console until all seeds in the seed buffer have been processed, irrespective of whether the game verification data has been communicated to the game server.

55. (New)   The system of claim 47, wherein the console includes wager input means and the game play includes a bet being made on outcome of said game.

56. (New)   The system of claim 55, wherein secure storage and processing device is programmed with a maximum loss value and the secure storage and processing device will inhibit further play of the games represented by a number of unprocessed random seeds stored on the secure storage and processing device when the bet exceeds a number of wins by the maximum loss value or greater.

57. (New)   The system of claim 56, wherein secure storage and processing device prevents the player placing a bet that will cause the maximum loss value to be exceeded.

58. (New)   The system of claim 47, wherein the secure storage and processing device read/write interface of said gaming console communicates with smartcard via a secure communications system provided by a further smartcard device.

59. (New)   The system of claim 47, wherein the server includes an auditing device for checking game verification data returned from the secure storage and processing device in the console.

60. (New)   The system of claim 47, wherein a non-volatile memory is provided in the smartcard for recording player bet values, and a total value owed to the player.

61. (New)   The system of claim 47, wherein the console sends a signal to the server via the secure storage and processing device describing a state of a game being played to the gaming server.